# Cole Schoenbauer

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952-846-9302

**Email**
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**GitHub**
https://github.com/ColeSchoe

**Location**
New Prague, MN

## Experience

### Technical Support Specialist
*Shakopee Mdewakanton Sioux Community (SMSC)*
**Prior Lake, MN**
**9/24 - Present**

- Provide IT support across a large-scale enterprise environment with 70+ servers and 100+ applications, ensuring uptime and system stability.
- Troubleshoot and resolve hardware, software, and network issues, escalating critical incidents to maintain SLA compliance.
- Document, categorize, and prioritize incidents for efficient resolution and recovery.
- Monitor critical system alerts and coordinate communication between technical teams during outages.

### Web Automation Engineer Internship
*Better Business Bureau*
**Mankato, MN**
**8/23 - 12/23**

- Built web scraping tools using Python and Selenium to automatically extract business data from websites.
- Implemented multithreading to significantly reduce data collection time.
- Designed a data cleaning pipeline to transform raw data into structured formats for client use.

### Game Project Lead Internship
*Woo Factor Music*
**Mankato, MN**
**1/23 - 5/23**

- Directed a team in developing a VR game prototype using Unity and the OpenXR library.
- Developed backend logic and implemented VR input mapping for immersive interactions.
- Managed team workflow, delegated tasks, and maintained progress updates across all project areas.

### Mobile Application Developer Internship
*BetterUp*
**Mankato, MN**
**8/22 - 12-22**

- Collaborated with a small team to develop an Android mobile application prototype.
- Implemented API integration and designed the home and calendar pages using Kotlin and XML.
- Conducted user research, created user stories, and produced low- and high-fidelity wireframes to validate client needs.

## Education

### BS Computer Science
**Minnesota State University, Mankato**
**August 2020 - May 2024**
GPA: 3.78 / 4.00

## Tech Skills & Soft Skills

Python, Java, C#, C, C++, Kotlin, JavaScript, VSCode, Git & GitHub, Unity Game Engine, Unreal Engine (4 & 5), XML, SQL, Android Studio, React, Selenium, Pandas, Matplotlib, OOP, Agile, Debugging, Testing, Regression Testing, Code Optimization, Game Design, Project Management, Planning, Bug Reporting, Teamwork, Communication, Collaboration

## Languages

**English**    *- Native*
**German**    *- Intermediate*